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About This Content

Cults have arisen around the worship of strange gods. Will you embrace these new religions and build wonders to them in your cities, or purge them from your land? Will you hunt down rumors of dark clad warriors, when those that ignore their orders end up dead? Will you join a cult drinking and celebrating as they burn ancient libraries to the ground, or save the books and burn the cultists instead?

As this happens new, unique, creatures have appeared in Elemental. The demon Cnotta, who has long been restrained beneath Umber's Adytum Orphanage, has been freed. A diminutive alchemist's attempt to permanently increase his size only affected his skeleton, a tragedy a necromancer has taken advantage of to create a colossal skeleton.

Many more surprises await in the Quest Pack including new improvements, weapons, armor, items, monsters and of course new events that make every game different.

Title: Fallen Enchantress: Legendary Heroes - Quest Pack DLC
Genre: Indie, RPG, Strategy
Developer:
Stardock Entertainment
Publisher:
Stardock Entertainment
Franchise:
Elemental, Fallen Enchantress
Release Date: 27 Jun, 2013

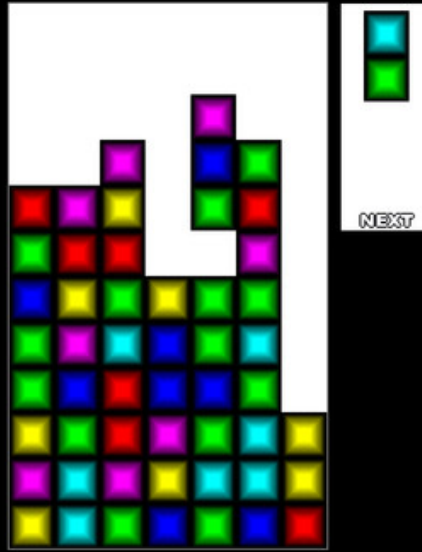 a09c17d780

English,German,Polish,Russian

SCORE: 7320
LEVEL: 4
LINES: 115
DIFFICULTY: MEDIUM

NEXT

Drugs + cats is equal to a long interstellar journey.. After beating the game, I feel I can chip in my two cents about it. Story, setting and general content has been covered by the product description and other reviewers, so I'll refrain from going through all that again and instead focus on the good and the bad.

PROs
+ Quite a unique setting - only other game that comes anywhere near it seems to be Kairosoft's Dungeon Village
+ Decent graphics for such a small game - no great animations, but the texture quality is really okay
+ Light-hearted humor - I love me some smiles and chuckles while playing
+ Actually really nice music - normally, I'll turn of music within minutes. Here I didn't. Says something, at least for me.

CONs
- Lack of variety - it feels kind of repetitive to organize your heroes and thus makes the game very shallow
- Becomes a drag after the early game - after you research everything and equip your heroes, you spend most of your time waiting for the next thing to happen. Which often felt to be too long.
- The end - while I didn't expect much of a story (and didn't get one), the end was very... unsatisfying, especially after the long and forced wait until it actually triggered.

Conclusion:
It actually feels difficult to give a simple "yes or no" answer to the question whether I recommend this game.
It has its weaknesses. Annoying and very time-consuming weeknesses. It lacks depth in terms of content and possibilities. If you're into complex simulations, steer clear of this, you'd be disappointed.
However, if you're looking for a quite entertaining simple little pastime in a unique setting, you'll probably get your money's worth. I feel like I did. That's why it gets a thumbs-up from me.
. Guns'n'Stories: Bulletproof VR is a strong entry in the VR wave shooter genre. It's easy to play at lower difficulty levels, but challenging enough at the higher levels to support continuing replayability. Even in early access, it's one you ought to pick up.. What's there to like? Build your own prehistoric fantasy village, raise an army and go pillage ressources from other players. Be part of a tribe (why? as of this writing, tribe wars were not yet happening). Very similar to other building games.

Flip side of the coin: This is game where you have to be patient as build times are very long as you progress past the first few levels. Even if early n the game, the building upgrade only take several minutes, plan on waiting several days for some upgrades later on. Training an army that has a chance of defeating an opponent will also take, at times, an hour or more. Don,T like waiting? You can use meteorites to speed up just about anything. Like other games of this style, you will have to spend some of your $ to buy these, or you can slowly accumulate these during the game.

the Ugly: Very frequent in-game crashes, and limited support. The patches and upgrades seem to downgrade the game even further away from something playable. After playing for about 2 months, I suddenly found myself in a situation where the game has to re-connect as soon as it starts, and then it gets caught in a loop - reconnect/restart. No longer playable.. This might be the worst game I ever bought. Even Roblox is better then this by a landslide

Quantum Conscience is a visual novel with a unique "mind-reading" mechanic that alters the flow of the game instead of the traditional choice system. As Blaire, you can choose to read the minds of teammates close to you, which will affect Blaire's decisions later on. It's a unique system, because you gamble on your character's actions in exchange for information that may hurt or help you, but you never know until it's too late.

The story is compelling, and the characters are not completely black and white. Some are easier to understand than others, and one particularly is an enigma. The only character I am dissatisfied with is Korah, who started out as a pretty strong character, but her influence on other characters was so minor, despite having claim to a strong personality. Granted, I have only played through this game once, blind. Nonetheless, the writing for this game is quite solid.

The art leaves me slightly wanting, but it does a decent job (and I really like female Blaire!). I think the story comes first though, and I was so engaged that I didn't mind the art at all. I also loved that while mind-reading, the character art would change according to their thoughts. It was a thoughtful detail, and also made me smirk when I saw Verasmus smile mentally when he was reunited with Blaire.

The romance department is lacking (but again, I only played once, romancing Mierol honestly by accident), but it's not a department that I care about much anyways.

The music was very good, and enhanced the experience.

The only complaint I had was that it was difficult to gauge exactly when to read minds. There was no indicator to alert you that characters' internal thoughts had changed, and I found myself anxiously clicking to "enter the void" every two lines in order to see if Blaire's actions or words had any impact. Maybe putting a notification of a change would have distracted from the natural uncertainty of mind-reading, but it would have saved me a bit of time.

Quantum Conscience is an immersive visual novel with a unique mechanic, and at its price, it's quite a steal. One route took about 2 hours. It's worth supporting quality indie writing.. No warning that this game does not work at all with integrated graphics cards. This should be listed clearly. :("Not officially supported" and "does not show textures, game crashes immediately" are different.

Hoping this changes, until then - I cannot suggest purchasing it.. relaxing and challenging game. well worth it.. When I bought this game I was worried the price would be too steep, but after the first hour of playing I changed my mind. This games puzzles are fun and challenging, the storyline kept me hooked and I spent hours wandering around playing in the environment.

The artwork is beautiful and I didn't get motion sickness once. Would highly recommend.. I'm surprised this game has so many good reviews. The story seems like it has a lot of promise as you go along and I expected some sort of epic finale after all the endless exploration, build-up of the story (which got way more convoluted at the end without much added interest or real conclusion to the main storyline) and annoyingly simple puzzles, which were also very few and far between, bookended between repetitive and pointless exploration of endless dull offices. Makes VR uninspiring and requires an eye-straining amount of play. A waste of time.